

ATARI 7800™ Game Manual

SUPER  
GAME

# Karateka



# Karate in

You've just scaled a treacherous cliff in the castle of Akuma, the evil warlord who burned your village and kidnapped your bride-to-be. Now you stand before a massive gate. The first of many powerful Palace Guards blocks your way. Beyond looms Akuma's palace, where Princess Mariko languishes. You must save her from Akuma's cruel clutches. Take only weapon—karate.

Remain calm, and focus your will on your goal. That is the way of the Karateka.

## Getting Started

1. Insert the Karateka cartridge into your Atari 2600 ProSystem as explained in your Owner's Manual.
2. Plug your controller into the left controller jack.
3. Press the **[Power]** button to turn on your console.
4. Press **[Select]** to start the game.
5. Press **[Pause]** to pause a game; press it again to resume play.
6. Press **[Select]** to restart the game or press **[Reset]** to return to the title screen.

# Action!

## Playing the Game

You start the game in the standing position, facing the first Palace Guard. The red arrows at bottom left of the screen tell how many karate hits you can withstand. Each time you get hit, you lose an arrow. When you avoid getting hit, your arrow supply is gradually refilled. If you lose all your arrows, you lose the game.

The blue arrows at bottom right of the screen tell how many karate hits the Guard can withstand. Each time you hit your opponent, he loses an arrow. When he is not getting hit, his arrow supply is refilled. When all blue arrows are gone, the enemy is defeated.

You can vary your game difficulty level by using the left switch on the front of your console (next

to the left controller jack). Pushing the switch to the left decreases game difficulty; pushing the switch to the right increases game difficulty.

The game ends when you defeat all Palace Guards, or when you lose your last arrow.

## Survival Tips

You face the Guards one at a time. If you don't fight, your opponent advances to attack you.

Each Guard has a unique karate skill, and Guards get tougher as you move farther into the Palace.

When you defeat an enemy, run forward to face a new opponent.

Beware of danger when standing or running. In these positions you're unprotected. One blow from a Guard will destroy you,

# Moving Your Player

Use your controller to move, punch, and kick. Follow the chart:

Original Position	Action	Controller Operation
Standing	Assume fighting stance	Press right button
	Run forward	Move handle right
Fighting Stance	Advance	Hold down left button, move handle right
	Retreat	Hold down left button, move handle left
	Kick	Move handle right
	Kick high	Move handle to upper right
	Kick low	Move handle to lower right
	Punch	Move handle left
	Punch high	Move handle to upper left
	Punch low	Move handle to lower left
	Resume standing position	Press right button

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and reserves the right to change, alter, and discontinue. Reproduction or use in whole or in part or its contents is not allowed without the specific written permission of Atari Corporation.

Atari and Atari are trademarks or registered trademarks of Atari Corporation. Genesis is a trademark of Sega Enterprises, Inc.

Copyright © 1988 BunkerSoft/Atari, Inc. All rights reserved.

Copyright © 1988 Atari Corporation, San Jose, CA 95134. All rights reserved.

Printed in Hong Kong

Copyright Atari Rev. A 04/14/1988

